REMARKS

Claims 1-34 were pending when the present Office Action was mailed April 1, 2008. In this response, applicants herein amend claims 9, 18, and 28 and present new claims 35 and 36. Accordingly, claims 1-36 are currently pending.

The following table reflects the rejections presented in the Office Action:

Claims	Basis	References
1-3, 6-7, 9-13, 16, 18-21, 25, 28, 31-32 and 34	103(a)	Brunner, Kato, and James
4, 5, 14, 15, 23, and 24	103(a)	Brunner, Kato, Riconda, James, and EO Target
8, 17, 26, and 27	103(a)	Brunner, Kato, Riconda and James, and Williams
22	103(a)	Brunner, Kato, Riconda and James, and Antikidis
29 and 30	103(a)	Brunner, Kato, Riconda and James, and Koyanagi
33	103(a)	Brunner, Kato, Riconda and James, and Rowe

Applicants respectfully traverse these rejections.

Each of applicant's claims includes a combination of a static and dynamic adjustments that is not found in any of the references relied upon by the Examiner. For example, claim 1 includes, "wherein combining the determined dynamic and static adjustments comprises combining a change in camera position based at least in part on the static adjustment with a change in the angular velocity based at least in part on the dynamic adjustment." The Examiner relies on Brunner for making static adjustments based on position, Kato for setting an angular velocity of a camera, Riconda for basing the camera velocity on the velocity of a vehicle, and James for maintaining the line of sight of the camera by combining the dynamic and static adjustments. Applicant respectfully submits that the relied upon portions of James fail to teach or suggest combining a change

in camera position based at least in part on the static adjustment with a change in the angular velocity based at least in part on the dynamic adjustment.

The relied-upon portions of James describe a technique for generating a smoothed camera navigation path for a camera in a gaming environment. A camera tracks the movement of a character as the character moves around a gaming environment. To reduce player disorientation, James' technique smoothes the movement of a camera by attenuating the velocity of the camera as the camera tracks a player through the gaming environment. The camera velocity described in the relied-upon portions of James is unrelated to an angular velocity for moving the line of sight of the camera. The relied-upon portions of James fail to teach or suggest combining a static line of sight adjustment with a dynamic line of sight adjustment that includes setting an angular velocity for moving the line of sight of the camera. James, at 5:5-26, describes slowing down the rotation speed of the camera to reduce player disorientation by reorienting the camera according to smaller angular increments as the distance between the camera and character decreases. Thus, James' technique reorients the camera by repeatedly applying smaller static adjustments but does not determine and set an angular velocity for the camera and adjust the line of sight for the camera based on changes in camera position and changes in angular velocity. Accordingly, for at least the foregoing reasons, applicant respectfully requests that these rejections be withdrawn.

Furthermore, claim 35 recites "setting an adjustment A for the camera wherein $A = \Delta\tilde{R}^C * W + \Delta\tilde{V}^C$ and wherein W represents a weighting factor based at least in part on the accuracy of the measurements used to calculate the dynamic and static adjustments" where ΔR^C corresponds to a position vector between the aircraft and the target in the camera reference frame and ΔV^C corresponds to a velocity vector between the aircraft and the target in the camera reference frame. Claim 36 recites "setting a weighted adjustment for the line of sight of the camera based at least in part on the normalized position vector, the normalized velocity vector, and the accuracy of the measurements used to calculate the dynamic and static adjustments." Applicant is unable to find any portion of the relied-

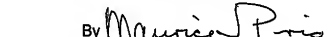
upon references that teaches or suggests combining position and velocity vectors between an aircraft and a target in a camera reference frame in the manner recited. Accordingly, claims 35 and 36 are patentable over the relied-upon references.

In view of the foregoing, applicant respectfully requests reconsideration of the application and a Notice of Allowance. If the Examiner has any questions or believes a telephone conference would expedite prosecution of this application, the Examiner is encouraged to contact the undersigned.

Please charge any underpayment or credit any overpayment to our Deposit Account No. 50-0665, under Order No. 367618014US1 from which the undersigned is authorized to draw.

Dated: October 1, 2008

Respectfully submitted,

By 

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